Note: You can only grind around corners that are 45° or less. As you make rails, links that CANNOT be continuously skated will appear as red. A green link indicates that the rail transition will work.

OTHER CONTROLS

Press the **Esc** key to bring up the Park Editor Menu. **Key Pad 1** and **Key Pad 3** zoom the camera in and out.

THE CREATE-A-PARK MENU

While building, press the **Esc** key to access the Park Editor menu.

- Continue – Continue where you left off in the park editor.
- Test Play – Places you in your created park with the last character you played the game with and allows you to test your creation.
- Create-A-Goal – See the Create-A-Goal section for more info.
- Set Time of Day – Skate your park either morning, day, evening or night.
- Switch Theme – There are 5 themes to choose from and the theme can be changed at any time. Switch Theme will not erase or affect the layout of the park.
- Resize Park – Adjust the size of your park. You can manipulate each side of your park independently.
- Nuke Park – This will clear the park so that you can start over… if you must!
- Set Max Players – IMPORTANT! Decide how many people will be allowed to play in your park at one time. The fewer players you allow, the more memory you have to work with. The default is 2, so if you want to take your park online and play with more players, make sure to set you max players accordingly. You can change the max players at any time, but if your park's memory meter is full, you may need to delete pieces and lower ground until you make enough room for the desired number of players.

- Save Park – Save your park to the hard disk. The name you save under will become the name of your park.
- Load Park – Load a previously created park from the hard disk.
- Load Premade Park – Allows you to load a pre-built park included with *Tony Hawk's Underground 2*. You can learn a lot about park layout by looking at the included parks, and you can erase, rebuild and resave them.
- Quit – This will take you back to the Main Menu.

OTHER IMPORTANT PIECES

RESTART POINTS

- Player 1 Start – The green object marked "1P" is the player 1 start point. This piece marks the starting point for player 1. Only 1 start point can be placed in a level.
- Player 2 Start – The red object marked "2P" is the player 2 start point. The player two start point works the same way: it marks where the second player will start in a multiplayer game.
- Multiplayer/Horse Start – These mark the starting positions in a H.O.R.S.E. game. The player 1 start point also doubles as a H.O.R.S.E. start point. Only 6 H.O.R.S.E. start points can be placed in a level.
- Crown Start – This piece is used to mark where the crown will appear in King of the Hill games. You can place up to 6 crowns in your level.
- Flag Start – These indicate where the team flags will be placed in Capture the Flag games (an online multiplayer game).

THE MEMORY METER

As you add pieces, rails and goals to your level, the memory meter at the bottom of the screen will fill up. When the entire meter is red, you can no longer add anything to your park.

Note: Decreasing/increasing the Max Players allowed in the park gives you more or less memory to work with.